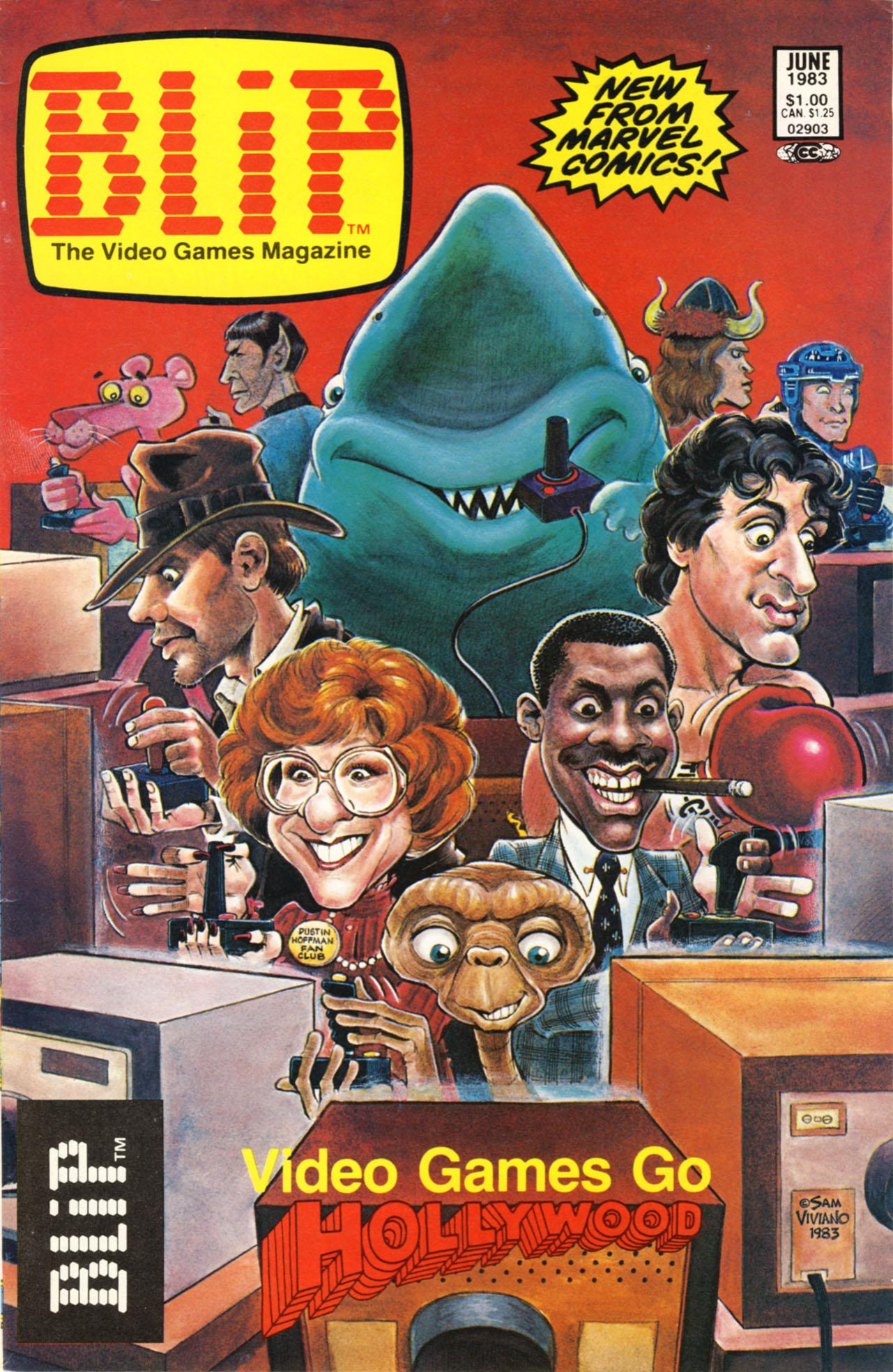

ELF™
The Video Games Magazine
NEW FROM MARVEL COMICS!
JUNE
1983
$1.00
CAN. $1.25
02903
PUSTIN HOFFMAN FAN CLUB
Video Games Go
HOLLYWOOD
©SAM VIVIANO 1983
ELF™

LOCK 'N' CHASE™*

LOCK OUT THE POLICE AND GRAB THE GOLD.
BEFORE THE POLICE GRAB YOU!

MATTEL ELECTRONICS®
INTELLIVISION®

*Used under license from Data East Inc. ©1981, 1982 Data East Inc.

©Mattel, Inc. 1982 All Rights Reserved

BLIP™

The Video Games Magazine

Vol. I, No. 5
June, 1983

President
James E. Galton
Vice-President, Publishing
Michael Z. Hobson

Editor
Joe Claro
Assistant Editor
Dan Koeppel
Designers
Nora Maclin
Barry Shapiro
Production Coordinator
Danny Crespi

Cover by
Sam Viviano

CONTRIBUTORS
Gary Brodsky
Michael Carlin
Ron Fontes
John Morelli
Rick Parker
George Roussos
George Sullivan
John Tebbel
Martha Thomases
Ron Zalme

CONTENTS

VIDEO GAMES GO HOLLYWOOD	Everybody loves movies. Mostly everybody loves video games. What do the two have to do with each other?	2
BLIP LETTERS	A sample of what we get in the mail	5
BLIP TIPS I	TRON cartridges from M Network	6
BLIP TIPS II	ZAXXON	8
KNOW YOUR ENEMY	Twenty of the world's best-known video game characters. Ten of 'em are good, and the others are evil. Match the heroes with the villains.	12
A LOOK AT COMPUTER CAMPS	Toast marshmallows, go hiking, and expand data bases. A rundown of summer camps that combine fun and technology.	14
PLAYER'S CHOICE	The latest from Intellivision. Atari's new keyboard. DUNGEONS AND DRAGONS.	18
NEWS BLIPS		22
BLIP TALENT SEARCH	We asked readers to design new video games. We had to dig ourselves out from the avalanche of replies. Here are our five favorites.	25
THE BRADY BUNCH	Our latest suggestion for games we hope we'll never see	29
BLIP SURVEY	One lucky winner wins a prize. But all of you are helping us plan future issues.	31

BLIP™ Vol. 1, No. 5, June, 1983. Published by MARVEL COMICS GROUP. James E. Galton, President; Stan Lee, Publisher; Michael Z. Hobson, Vice-President, Publishing; Milton Schiffman, Vice-President, Production. OFFICE OF PUBLICATION: 387 PARK AVENUE SOUTH, NEW YORK, N.Y. 10016. Published monthly. Copyright © 1983 by MARVEL COMICS GROUP, a division of Cadence Industries Corporation. All rights reserved. Price $1.00 per copy in the U.S. and $1.25 in Canada. Subscription rate $12.00 for 12 issues. Canada and Foreign $15.00.

Application to mail at second class postage rates is pending at NEW YORK, N.Y. and at additional mailing offices. Printed in the U.S.A. This periodical may not be sold except by authorized dealers and is sold subject to the conditions that it shall not be sold or distributed with any part of its cover or markings removed, nor in a mutilated condition. BLIP is a trademark of the MARVEL COMICS GROUP. Postmaster: Send address changes to Subscription Dept., Marvel Comics Group, 387 Park Avenue South, New York, N.Y. 10016.

Video Games Go HOLLYWOOD

E.T. was the biggest hit of 1982. The movie was a huge success, but that was only the beginning. There were hundreds of spinoff items—everything from candy to furniture to clothing—that also relied on the E.T. name to cash in big.

Just about anything you can think of that might be sold to kids was sold with an E.T. logo on it in 1982. And most of these items made lots and lots of money.

But there was one spinoff that fizzled. When executives at Atari first saw *E.T.* they thought that the story would make a perfect video game. So they got in touch with Steven Spielberg, the director of the movie. They asked him if they could make a game cartridge based on his story. Spielberg agreed, but only if he could work with them in designing the game. Together they began to work on a game that they thought would be very special—and, they hoped, very popular at Christmastime.

When the cartridge finally came out, everyone was disappointed. Spielberg and Atari had tried to make a game that would capture the spirit of *E.T.*. They wanted to give the kids playing the game the same kind of feeling people got from watching the movie.

But it just didn't work out that way. The action wasn't there, and the most publicized game since PAC-MAN turned out to be a flop.

You might think that the failure of the E.T. cartridge would discourage companies from coming out with games based on movies. But nothing is that simple.

Companies can point to another tie-in game that's still raking in quarters, a year after it was introduced. The movie it came from was a flop. Hardly anyone went to see it. And you might expect that a bad movie would produce an even worse video game.

That game, of course, is TRON. Bally makes the arcade version and Mattel markets not one, but five different TRON games for Atari and Intellivision owners.

What do E.T. and TRON prove? Maybe that the only thing a movie tie-in really has going for it is its title. That might account for some sales. But in the end, the game will sell—or not sell—on its own merits.

Many companies, though, like having the titles on their side. Even films that seem very unlikely videogames have been purchased by game-makes.

TRYING TO TIE IN

One company that has been doing a lot of this is Sega. Sega has made many successful arcade games. FROGGER

and ZAXXON are two of the most popular games of all time. And now Sega is making home games, too. Some of these are adaptations of arcade games. But most of them are movie tie-ins.

There is, however, a special reason for Sega to be so interested in tie-in games. One of the things a manufacturer must do when it wants to make a tie-in is to get permission from the producer of that movie. This is sometimes hard to do, and it can be expensive.

But Sega doesn't really have to worry about that. They are owned by Paramount Pictures, which already has an endless library of films that Sega could use. Sega has chosen a whole list of films that might one day be available on cartridge, if the designers can come up with some good ideas.

Some of the games seem like a sure thing. There is a film that Paramount owns, for example, that is based on a popular T V series. The last T V episode of this series was produced almost fifteen years ago. But the series is still one of the most popular shows on television. It is also a very popular computer game, and has just been made into an arcade game by Sega. Can you guess what movie it is?

Here are some more hints: The arcade game is brand new. It features a "Strategic Operations Simulator," that recreates such famous space features as phasers, warp drive and photon torpedos. By now, you might know that it's STAR TREK. Sega is planning to release two cartridges based on the movie. And they're pretty sure that both of them will be big hits.

Another Sega arcade game that is based on a movie is BUCK ROGERS. As they are with STAR TREK, Sega is pretty sure about this one, so they are going to release a pair of cartridges based on the adventures of that famous spaceman.

Sega owns the rights to some other movies, also. Many of these titles might become video games. But then again, they might not. Could you think of a game based on the movie *48 HRS*?

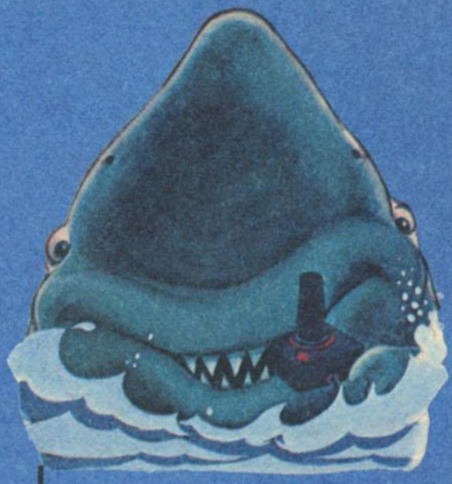
How about *Airplane*? Or *Friday the 13th*? Some other titles that Sega is working on include *Dragonslayer*, *Marathon Man* and *War of the Worlds*. None of these cartridges are beyond the planning stages, though you might see some of them by Christmas.

Sega isn't the only company with indefinite plans. U.S. Games says that it will release a *Pink Panther* game one of these days. They aren't sure what the game will be like, except that it will feature both the Pink Panther and Inspector Clousseau.

MORE MOVIE TIE-INS?

Can you tell a real movie tie-in from a ridiculous one? See how good you are at it. Try to find the two fake tie-ins in the five descriptions given here.

ROCKY: It's Rocky versus Mr. T.! The two opponents square off in the ring. You can tell which is which by their hair styles. You've got to hit your opponent right in the face to score a knockout. Other hits might hurt him, but since there are no judges, you've got to go for it all in this game—or you'll lose.



JAWS: You are the shark hunter, and you're flying a helicopter over a panic-stricken beach crowd. And the people have a right to be panicked! A shark is eating them. Your first job is to save the swimmers. You dangle a life-preserver, and they latch on. After you have cleared the water, you have to drop a stick of dynamite on the shark. If you can make him swallow it, he has a massive case of heartburn, and you win. If you get too close, however, the shark can have you —or your helicopter—for lunch.

TOOTSIE: Michael Dorsey has only five minutes to change to his alter ego, Dorothy Michaels! But his apartment is a mess, and clothes are strewn all about. Your task is to pick Dorothy's clothes out of the mess, and avoid snooping roommates and girlfriends. If you complete this board, you get to change back to Michael. If you change back to Michael, you win an Oscar.

TRON: In this variation on the Disney film, the idea is to merely keep your man alive. This is very difficult, because you are running through a maze that features just about everything but the kitchen sink. You've got to deal with a yellow anti-gravity beam, crawling insects, tanks, monsters and flying arrows. Also elevators. And forcefields, don't forget forecefields.

TOWERING INFERNO: A city skyscraper is engulfed by flames! Suddenly, out of nowhere, a lone firefighter appears. He lands his helicopter, and single-handedly moves from floor to floor, squirting out flames and saving trapped citizens. If he takes too much time, he gets toasted.

Do you know which games are fake? Look at the BLIP Letters page to find out.

Letters

BLIP % MARVEL COMICS, 387 PARK AVE SO, NEW YORK, NY 10016

SUBSCRIPTION RATE

I loved the first issue of BLIP, especially the DONKEY KONG comic. I hope you're going to have a section for letters of complaint and for compliments.

Will I still be able to get 50% off for a subscription after the first issue? I don't have any money right now.

John Leonhardt
Costa Mesa, CA

Thanks for the compliment, and don't worry about the subscription rate. You'll find the same 50% offer on page 17.

CHEERS!

What would happen if your score is so high on an arcade game that the score area doesn't have enough space to print it?

Damon Colquhoun
New York, NY

One thing that should happen is that you get a gold medal. Aside from that, certain machines just cancel the game when the score gets past a certain number.

JEERS

When I read BLIP No. 1, I got the impression that Vic Video would be a regular character. However, BLIP No. 2 had nothing of the sort. Also, the second issue wasted two pages on DONKEY KONG, a game that is given far too much attention. It also devoted space to TRON, whose graphics I find disappointing and smeary.

If Vic Video was a one-shot, then I'm going to save my hard-earned money by boycotting BLIP. There are far too many video games magazines being published anyway.

Paul R. Wilson
Bergenfield, NJ

Sorry you feel that way, but we have no plans to make Vic Video a regular character. Our comics feature will be back, though. We're working on one right now about the cartridge based on The Hulk.

BLIP TIPS

I love your magazine. I liked BLIP TIPS best because I learned how to play CENTIPEDE, and now I'm great at it.

Robert John Morris
Roosevelt, NJ

I really like your magazine. I used to lose bets playing CENTIPEDE. Now that I've read BLIP TIPS, I always win. I think this magazine is really super.

Rusty Adams
Doraville, GA

We're thrilled to hear that BLIP TIPS is actually responsible for improving scores. Count on BLIP to continue giving you helpful information on how to beat the games.

If you have any questions or opinions for us, please send them to:

BLIP LETTERS
Marvel Comics Group
387 Park Avenue South
New York, N.Y. 10016

SOLUTION TO LAST MONTH'S BLIP QUIZ

1. Joe has blue eyes, and he's playing K.C.'s KRAZY CHASE.
2. Sam has green eyes, and he's playing DEFENDER.
3. Paula has brown eyes, and she's playing FROGGER.

The games we made up on page 4 are TOOTSIE and JAWS.

BLIP TIPS I

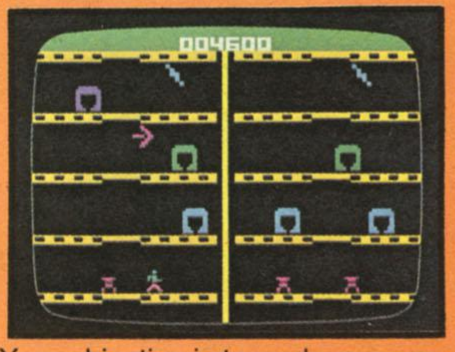
TRON

Actually, TRON isn't just a single video game. There are six different games based on the Walt Disney movie now being offered to players. We featured the arcade game in an earlier issue of BLIP. The other five games are cartridges designed by Mattel for home systems. These include three Intellivision games and the two M Network cartridges described here.

ADVENTURES OF TRON

This is a chase-and-climb game, but it isn't anything like DONKEY KONG or DIG DUG. For one thing, it isn't cute.

The action is fast, and slightly mechanical. Your enemies are deadly grid bugs and recognizers. They travel along a four-level board in groups of three. Also floating along at each level are various objects, called "bits."



Your objective is to work your way up to the top level, collecting all the bits, and avoiding collision with any of the attackers. On later boards, a tank will chase you while you're trying to accomplish this.

Besides running, there are three ways to maneuver about the screen. In order to move up a level, you must use the elevators. These are located at either side of all four levels. On the lowest level, just stand on the platform and move your joystick forward to go up. On the upper levels, you must first leap across the Input/Output beam. This is a ray that runs down the center of the screen. Jumping over the ray activates the lifts.

To move down, you can use that same beam. The I/O ray will take you straight to the bottom. Use it to escape when enemies are closing in on you. You can also move down single levels merely by pulling the joystick toward you. Your man will jump to the level below, or further, depending on how precise your touch is on the joystick.

TACTICS

- After being deposited at the bottom level when the game starts, immediately leap up and grab the first two bits. You'll notice that there are no grid bugs menacing you. Not yet, anyway. They start at the top level, and work their way down, moving from left to right, then from right to left. If you work quickly, you can clear the first two levels of bits before the recognizers get you. Recognizers are grid bugs that appear at the top three levels. They turn into the slightly smaller bugs when they reach the bottom.

- Learn to follow the path of the descending grid bugs. They move in only one direction on any given level. If you stay behind them, you can speed from level to level with just a little practice. Don't try to jump your enemies! While it is possible, it's very difficult. If you get into a situation where a bad guy is that close, the best strategy is to jump down to the next lower level.

- Once you learn to follow the descending pattern, you will whiz through the first three boards with little difficulty. On the third and the fourth boards, though, tanks start to appear. Like the grid bugs, tanks follow a simple descending pattern. If you can stay behind

a tank, it will pose no threat. Until the fifth board, that is.

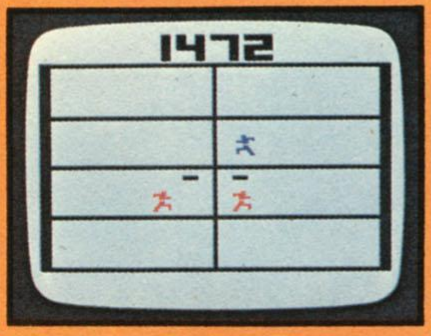
● On the fifth board, the tanks begin to appear in pairs, or three at a time. Although it might seem that an individual tank is patrolling a certain level, this is not the case. They are all following that familiar descending pattern.

● The Solar Sailer (that's the way Mattel spells it) is an arrow that flies back and forth on the third level. It is not a bit. But it can be used as a handy way to cross the I/O beam and activate the elevators. When leaping onto the Sailer, make sure that you are not going to be deposited between recognizers at the other side of the screen. If you do get caught between recognizers at any time, just follow their path until you can reach the I/O beam. Then just travel down to the bottom, and work your way back up.

● One last tip: Don't get caught at the screen's edges. You may not be able to jump safely from there. Then you'll have no choice but to watch, and wait for your inevitable doom.

TRON DEADLY DISCS

The M Network version of this game is nowhere near as complex as the Intellivision version. For one thing, the action is slower. For another, the controls are much harder to use. Even so, DEADLY DISCS, while not as good as ADVENTURES OF TRON, is still an exciting game.



The setting here is a deadly, futuristic jai-alai arena. Tron is facing a horde of attackers, who appear on the screen three at a time. They are armed with Deadly Discs, which must hit Tron five times to kill him.

Tron is also armed with discs. He only has to strike an enemy one time, but a dead enemy is quickly replaced. Attackers enter the arena through portals on all four sides.

Each portal can be "locked open" by hitting it with a disc. A pair of portals, with one locked open, become a teleportation device. You can enter the open one, and re-enter the board on the other side through the opposite portal.

TACTICS

● The secret is getting the disc to return to you. A single hit on the fire button will send a disc out. Only one disc can appear on the screen at a time. If the disc you fire hits an attacker, you get a new disc. But if it misses, the disc will keep going, until it hits a wall and bounces back to you. You can retrieve an errant disc quickly, however, by pressing the fire button as soon as you see that you have not scored a hit. This will call the disc back to you immediately.

● Don't wait to see if your disc will hit. Keep moving. Learn to visualize the course of your disc, and the course of your attackers. If you can see that a disc you have fired will miss, tap the fire button, and position yourself for your next shot. The disc will return to you, no matter how far you have moved from your original position. Once the disc has returned, fire again. You can use this method over and over again, from a distance. With practice, you will be able to quickly vanquish your attackers while remaining safely out of the path of enemy discs.

● When teleporting, make sure that you are using the device to your advantage. Many times, a group of attackers will turn and bombard the exit gate with discs. You can get caught in a crossfire and use your five-hit limit up very quickly. Try to avoid the corners for the same reason.

BLiP TIPS II

ZAXXON

When it was introduced in 1982, ZAXXON won loud raves for its astounding graphics. The game's various scenes are displayed from a three-quarters angle, instead of from directly overhead. By adding this to a close attention to detail, the designers produced what amounts to a 3-D effect. Few games since have managed to achieve that.

But ZAXXON's ability to challenge you doesn't quite match its graphics. Yes, it does take time to learn to use the joystick with assurance in controlling your jet fighter. But the assorted planes, missiles, rockets, and spaceships that attack you aren't the most intelligent of opponents. Even the armored robot, the final enemy in certain screens, is something of a pushover.

ZAXXON may look awesome, but it's a game you can definitely master. With practice, of course.

OBJECT OF THE GAME

You are the pilot of jet fighter. You try to score as many points as possible, by shooting enemy targets, while surviving constant enemy attack.

CONTROLS AND INSTRUMENTS

Your four-directional joystick is mounted at the center of the instrument panel. The stick is equipped with a trigger mechanism that you use to fire your missiles. There are also firing buttons on the panel to the right and left of the joystick.

At the left edge of the screen, there's an altimeter. It looks like a vertical bar graph. More about that later.

At the bottom of the screen, there's a fuel gauge that's formed by a line of disappearing yellow triangles. When all of the triangles are gone, you're out of fuel.

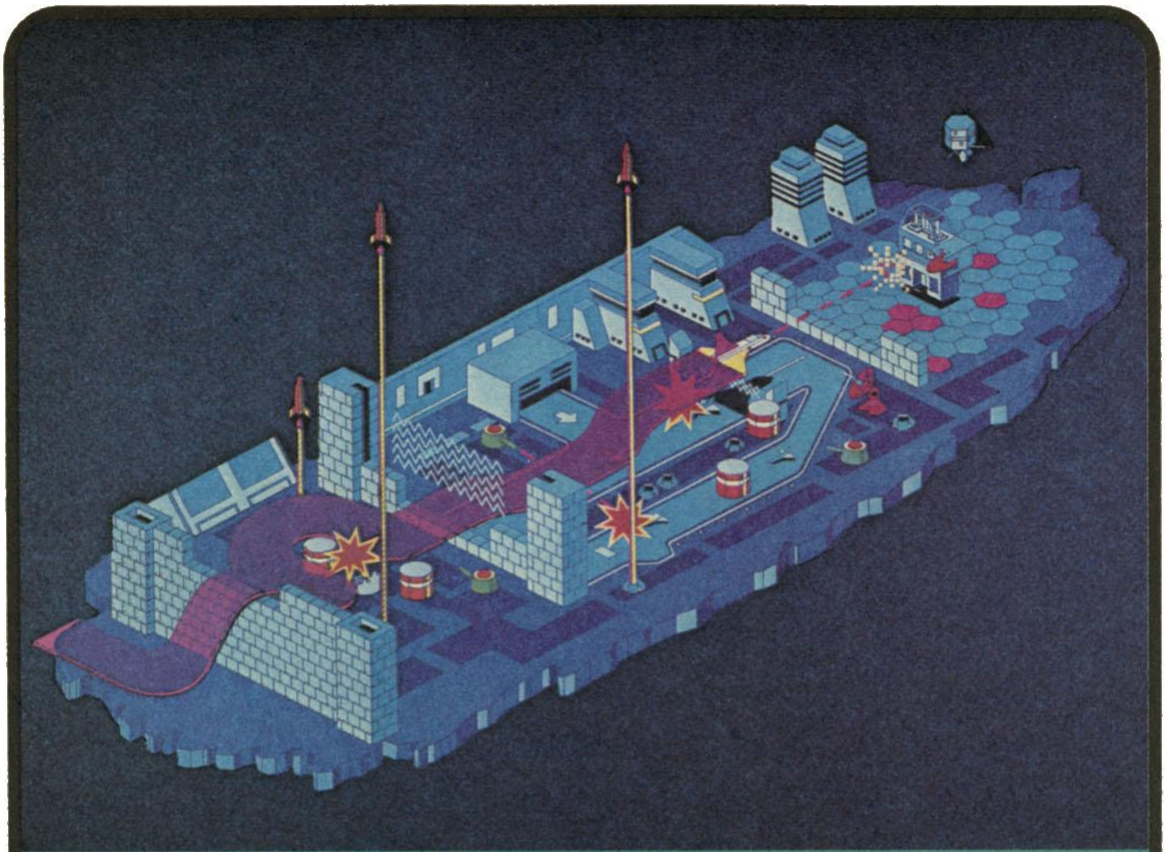
SCORING

Point values for destroying enemy weapons are as follows:

Fuel tank	300 points
Missile	150
Cannon	200 or 500
Parked plane	50
Fighter jet	100
Radar tower	1,000
Satellite	300
Cruise missile	200
Robot	1,000

TACTICS

- Keep one hand on the control stick at all times. Use the other hand to tap one of the control buttons. Tap constantly throughout the game. You can fire missiles by means of the joystick trigger, of course, but the firing button is much more effective.



● In the early stages, the best strategy is to keep your plane at a very low altitude. Push the control forward and you'll go into a dive. Don't worry about crashing, since your jet can't smack into the ground. You can, however, collide with enemy fortifications.

Pull straight back on the control stick to get your jet to climb. By easing the control stick forward *and* to the right or left, you can bank in either direction. Banking is a skill you have to master in order to be able to strafe enemy targets.

● From time to time, you have to hurdle a low brick wall. Shoot toward the wall as you approach it. When you see your shots are clearing the wall, pull back slowly on the stick, and ease your plane over it. Then nudge the stick forward until you're cruising at ground level again.

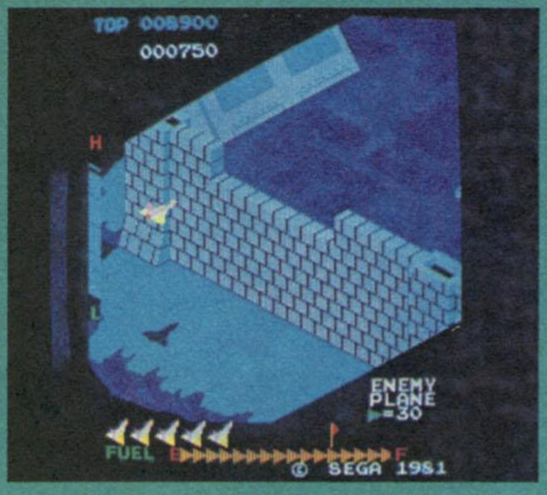
● Sometimes an electronic barrier, or forcefield, appears above the wall. Crashing into a forcefield is the same as crashing into a wall. It costs you a plane.

You can fly over these barriers in the early screens, but you must slip *beneath* them in later boards. Keep firing as you approach the forcefield. By observing where your shots go, you can adjust your altitude accordingly.

● If you fail to keep at a low altitude, the enemy will send a red cruise missile toward your plane from time to time. There are two ways to outwit the missile. You can destroy it by hitting it six times. Or you can dive under it at the last second.

Since the missile is a fast-moving target, it's hard to zap it six times. So the best strategy is to dive and avoid it.

● You can use the altimeter to hurdle brick walls and forcefields. Suppose you have to clear a wall that's three tiers of bricks in height. As you go over it, glance at the altimeter. It will read 2½ units above the lowest altitude. The next time you approach a three-tier wall, simply adjust your altitude until the altimeter reads 2½. You'll soar safely over the wall.



● It's possible to run out of fuel, but it seldom happens. You add to your fuel supply by blowing up enemy fuel tanks. So just remember to blast a fuel tank now and then. They're among the easiest targets to hit.

● With most ZAXXON machines, you win a bonus plane for scoring 20,000 points. You can build your score quickly by destroying radar towers whenever they appear. Each tower is worth 1,000 points. Most beginners get caught up in warding off cannon or missile fire, or in destroying enemy planes with relatively small point values. Getting too involved with these activities can make you overlook the very valuable radar towers.

● You must avoid horizontal gunfire from pairs of ground cannons, one on each side of the screen. Simply hurdle the fire. If you try to destroy one cannon, the other is likely to nail you.

● Parked enemy planes, although relatively small, are easy targets. Fuel tanks are no problem, either. But don't get so involved in shooting up planes and tanks that you find yourself suddenly confronted with a brick wall or a forcefield. You won't have enough time to avoid a collision. Always keep alert for forcefields and walls.

● In the second phase of each round, you enter outer space, and enemy fighter planes launch an attack. These planes must be destroyed. If you're a beginner, zoom to the top of the screen and stay there. Fire a steady stream of missiles and you'll destroy the oncoming planes one by one. Whenever an enemy fires a red missile, bank quickly to the right or left.

Advanced players try to down as many enemy planes as possible to build their scores. To score a hit, you have to be at the same altitude as the enemy plane. The trick is to stay aware of the size of each enemy plane. Small fighters fly low, and you have to dive to get them. The large jets soar high. Pull back on the stick and climb to attack them.

● At the end of every other board, the ZAXXON robot confronts you. The robot is armed with a cruise missile. Start firing the instant the robot appears. (Top-notch players start firing *before* it appears, aiming at the spot where it is going to be.) Put six shots into the robot's cruise missile, which he has tucked at his left side, and you'll destroy him.

If the robot manages to launch the missile before you get off your six shots, don't worry. Keep firing, but fire at the missile, instead of the robot. There's still plenty of time to emerge the winner.

—George Sullivan

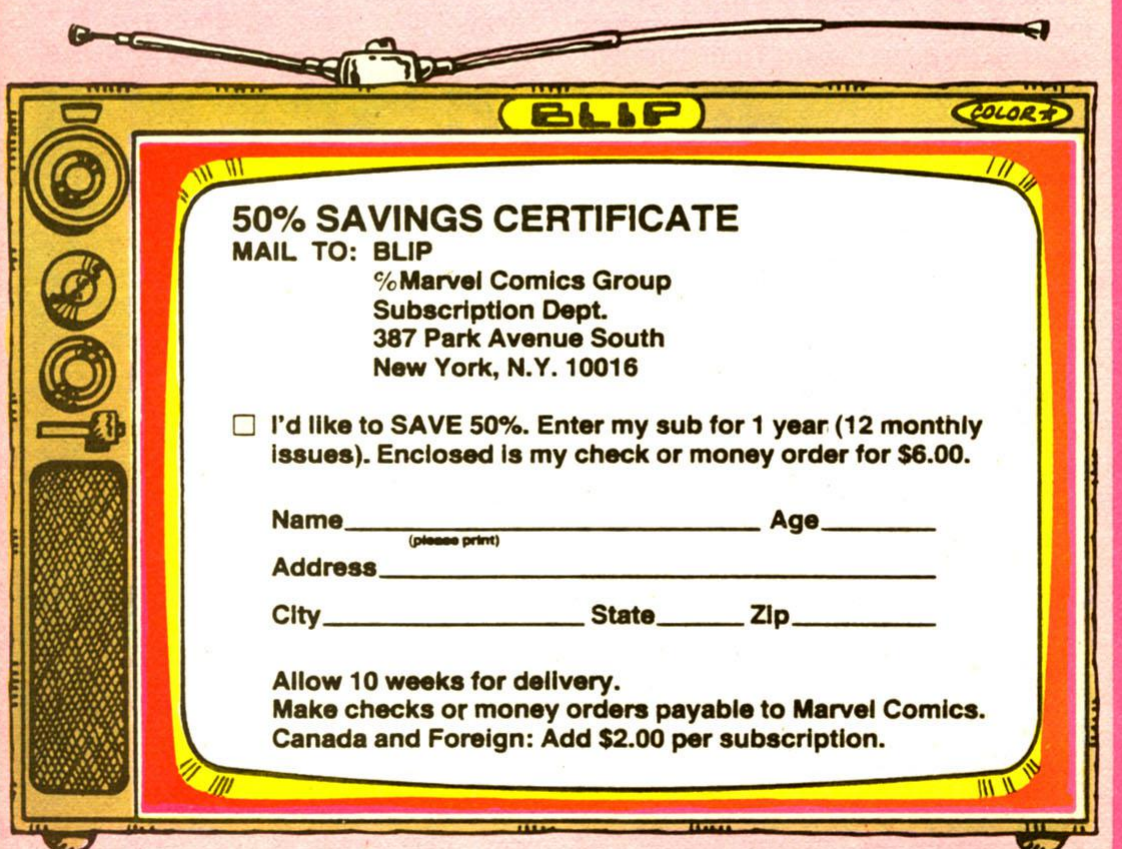
½-PRICE CHARTER SUBSCRIPTION OFFER

DON'T WAIT!

RESERVE YOUR MONTHLY COPY OF BLIP TODAY!

Become a charter subscriber to BLIP — the *only* video games magazine that entertains as much as it informs. Do it now, and have BLIP delivered to your door every month. Save 50% off the newsstand price of $12.00!

Use the coupon below, or give us the same information on a piece of paper. Just enclose $6.00, mail, and sit back and wait for BLIP to show up in your mailbox.



50% SAVINGS CERTIFICATE

MAIL TO: BLIP
%Marvel Comics Group
Subscription Dept.
387 Park Avenue South
New York, N.Y. 10016

☐ I'd like to SAVE 50%. Enter my sub for 1 year (12 monthly issues). Enclosed is my check or money order for $6.00.

Name_____ Age_____
(please print)

Address_____

City_____ State_____ Zip_____

Allow 10 weeks for delivery.
Make checks or money orders payable to Marvel Comics.
Canada and Foreign: Add $2.00 per subscription.

KNOW YOUR ENEMY

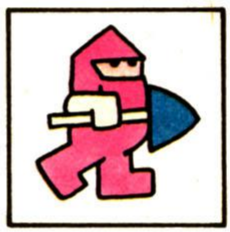
When it comes to video games, one of the most important rules is, "Know your enemy." With that in mind, BLIP presents a puzzle designed to help you do just that—recognize instantly just who is battling whom.

Here you'll find *20* video game characters. Ten of them are good guys, and the other ten are the villains who relentlessly seek to destroy these champions.

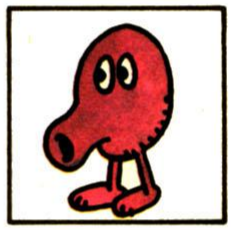
Your job is to pick the pairs. Match the rogues with the heroes, and then put each number in its correct place, in the blanks next to the appropriate game title.

1

2

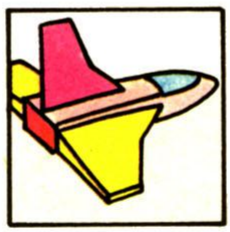


3



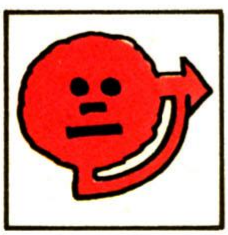
4

5



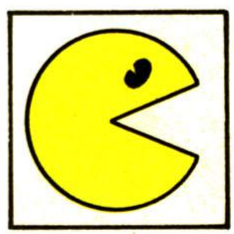
6

7



8

9

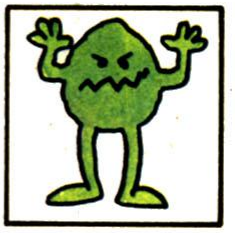


10

A

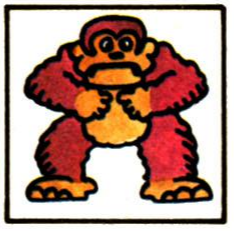
B

C

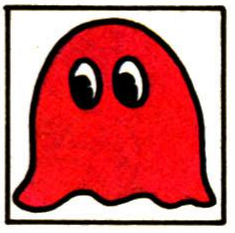


D

E

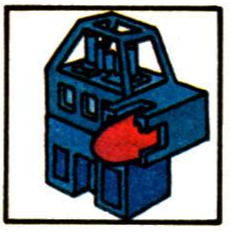


F



G

H

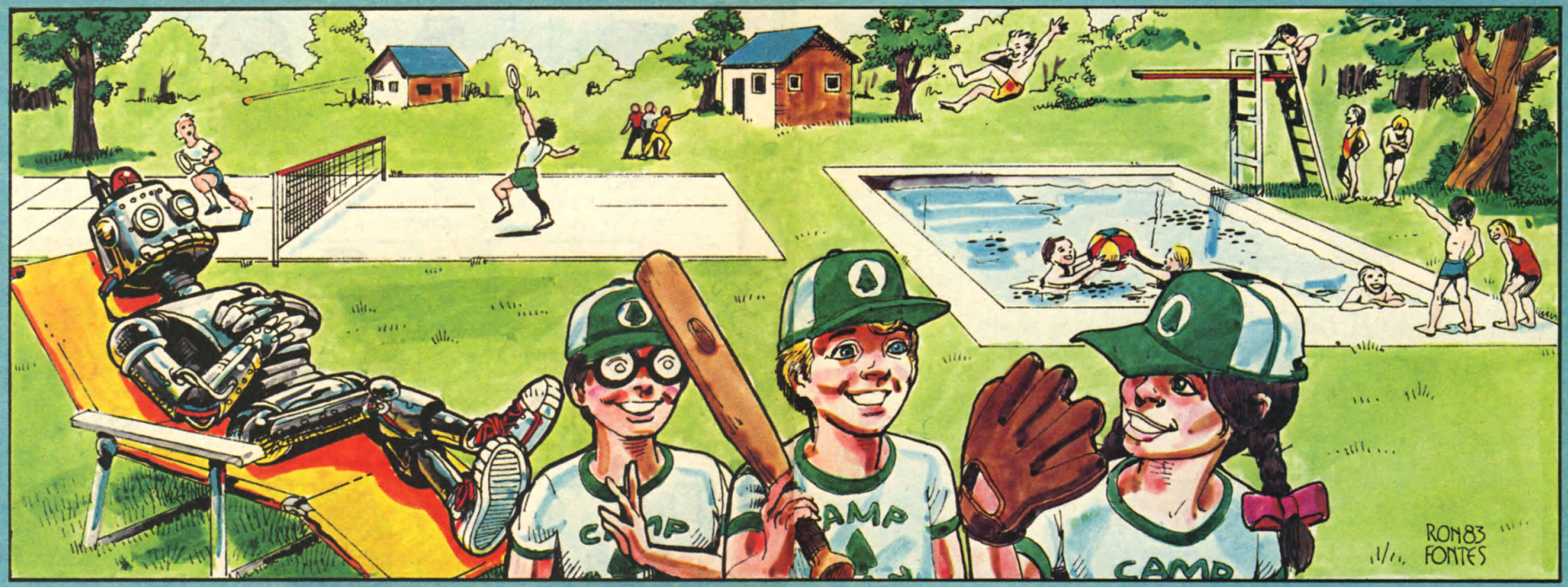


I

J

	GOOD GUY	BAD GUY
PAC-MAN		
DIG-DUG		
DONKEY KONG		
TRON		
FROGGER		
BURGER TIME		
PENGO		
VENTURE		
ZAXXON		
Q* BERT		

ANSWERS IN NEXT MONTH'S BLIP!



TECHNOLOGY + TRADITION = SUMMER FUN

This summer, millions of kids across the country will be packing their bags, saying goodbye to the folks at home, and heading off to sleep-away camps. Most of these kids will be going to "traditional" camps, where things like swimming, hiking, and horseback-riding make up most of the good times.

There are also specialized camps, where most of the time is spent on one activity, like tennis or baseball. There are even camps where everyone works at losing weight. The latest trend in specialized camps is of particular interest to us at BLIP—and might be to you, too. That trend is toward computer camps.

Computer camps, big and small, are being created all over the country. Last year alone, over 5,000 kids spent the summer combining traditional camp activities with learning to create computer games, write computer programs, and operate computer data systems.

Computer camps are a big business. And some of the biggest names in the computer industry are getting involved with the camps.

Atari, for example, has been running its own string of camps for a couple of years now. And Nolan Bushnell—the founder of Atari, who is now on his own—has just launched his own computer camp. There are also camps run by people who aren't in the computer business. These are places that used to be traditional camps and are keeping up with the latest trend. They hire top talents from the computer world and make computer instruction part of their program.

NOT COMPUTERS ONLY

What is similar about all these camps is that the emphasis is on fun. None of the camps is "computers only." All of them offer at least some of the traditional camping activities along with computer work.

Of all the computer camps, Atari is probably the best known. This is partly because of its famous name. But it's also partly due to its advertising. Atari publishes a glossy booklet that describes the kind of activities, food, and living accommodations found at their sites across the country.

Although Atari is the best-known, it isn't necessarily the biggest computer camp. The Original Computer Camp (that's their name) has as many locations as Atari. It also offers just about the same program. There's even one thing that they have over Atari. Original offers an overseas location—a computers-and-travel program in Europe for older kids.

Another camp with several locations is Computer Camps International, which is based on the East coast. Arthur Michaels, the CCI camp director, says they have "old-time camp people, rather than computer people" running the show. He says this creates a "better environment for the camper."

Of the major computer camps, the smallest is TimberTech, the one founded by Nolan Bushnell. TimberTech has only one location, which makes it tiny, compared to the others we've mentioned.

But it's the location that gives TimberTech what might be a big advantage over the giants. The camp is just 30 minutes from Silicon Valley, California's famous computer area.

"We capitalize on Silicon Valley," says Lorel Kish of TimberTech. "Top engineers come to visit the camp, to give talks around the campfire. We also run field trips to the engineering plants."

Lorel didn't mention whether or not the visiting engineers tell ghost stories. But she did add that TimberTech (like the other camps) is certainly not limited to computer activity.

CHOOSING THE RIGHT CAMP

There are plenty of other computer camps besides the ones we've mentioned. Most of them are small programs you can find at local colleges or universities. Some might be at a camp you went to yourself last year. A lot of traditional camps are latching onto computers as a way of attracting customers.

If you're looking into computer camps, there are a few things to check for. One of the most important is computer-to-student ratio. The four camps we've mentioned average about one computer to every two students, and that seems to be a pretty good standard.

You'll also want to know if the camp is accredited by the American Camping Association. You should ask what kind of computer experience their teachers have. And you'll certainly want to know what equipment and programming languages they use.

But the most important thing about choosing a computer camp has nothing to do with computers. Just about all of them offer professional instruction on modern equipment. What makes them different from one another is their *camping* activities.

Remember that the place you're looking at is a summer camp. That means that tennis, baseball, swimming—or whatever else you're interested in—is at least as important as the computer information. The place is, after all, a camp, not a school.

Another thing to do is to call up people your age who have gone to the camp recently. Most camps will give you a list of former campers in your area. By getting in touch with these kids, you can make sure that a camp offers what you want.

The box at the bottom of the page contains some information to get you started. You might want to write to the camps we've listed. Or you might check newspaper ads or the Yellow Pages for camps in your area.

In either case, check carefully before you make any decision. It's your summer vacation, and you want to be sure it's a good one.

COMPUTER CAMP DIRECTORY

ATARI COMPUTER CAMPS

Locations: Pennsylvania, Maryland, North Carolina, Minnesota, California.

Sessions: two or four weeks
Price: $890 or $1690

Address:
40 E. 34th St.
NY, NY 10016
800-847-4180 or
212-889-5200

THE ORIGINAL COMPUTER CAMP

Locations: California, Massachusetts, Hawaii, Nevada, Colorado, England.
Sessions: two or more weeks
Price: $895 per two weeks.
Address:
1235 Coast Village Rd.
Suite G
Santa Barbara, CA 93108
805-969-7871 or
800-235-6965

COMPUTER CAMPS INTERNATIONAL

Locations: Connecticut, Wisconsin, Georgia and Texas

Sessions: Two weeks or more

Price: $835 for two weeks

Address:
310 Hartford Tpke.
Suite D
Vernon, CT 06066
203-871-9227

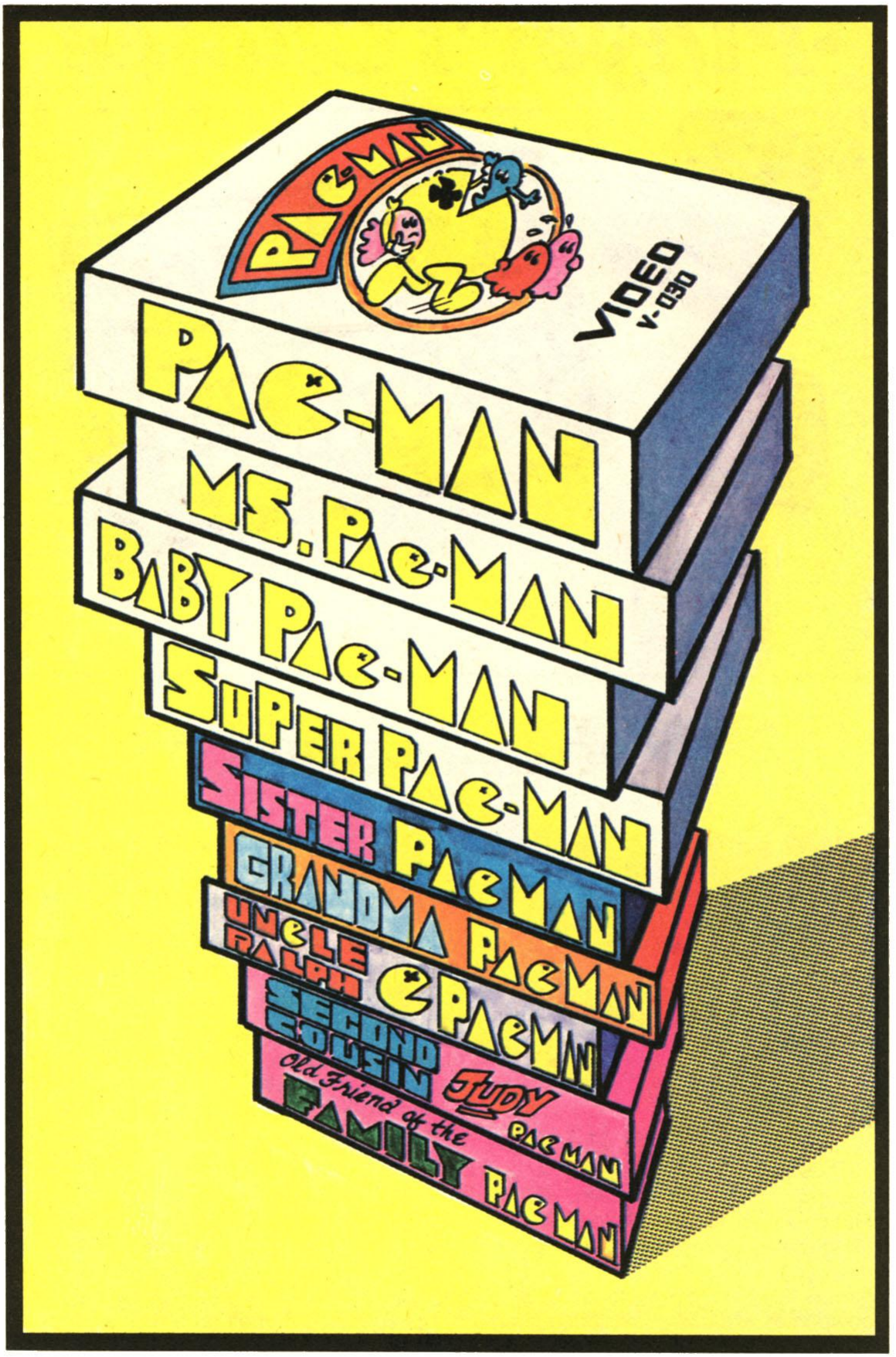
TIMBERTECH

One location in Sunnyvale, California

Sessions: One or two weeks

Price: $495 or $895

Address:
1287 Lawrence Station Rd.
Sunnyvale, CA 94086
408-745-1110


PAC-MAN
VIDEO
V-030
PAC-MAN
MS. PAC-MAN
BABY PAC-MAN
SUPER PAC-MAN
SISTER PACMAN
GRANDMA PACMAN
UNCLE RALPH PACMAN
SECOND COUSIN JUDY PACMAN
Old Friend of the FAMILY PACMAN

Player's Choice

TWO GIANT STEPS

Remember the good old days? It wasn't too long ago that Atari VCS and Intellivision were the only home-video game systems really worth talking about. Now, ColecoVision commands a large share of the market, and low-priced computers are becoming more and more popular. The time has come for Atari and Mattel to make some changes.

ATARI

Those changes have been made, and the results are very exciting. Atari and Mattel have realized that, in order to stay on top, they have to do two things: offer more computer capabilities, and produce games with better graphics. And both companies are doing just those things.

Atari, which still commands the lead spot in sales, has just introduced a whole series of new units and accessories. Our favorite is a computer keyboard called "My First Computer." This accessory plugs right into the game port on the old VCS.

It can play games; it can teach you to write and store programs; and best of all, it costs under $90. There are over 10,000,000 VCS units out there, and "My First Computer," could really be a worthwhile investment for families that own the old consoles.

There will also be a whole series of superior games and program software available for the keyboard. This will allow VCS owners to get better graphics without spending money on a new system.

If you already have spent that money on a new system, don't despair. There is also a keyboard in the works for the Atari 5200. And if you already are heavily into computing, Atari has added a new, top-of-the-line computer, the model 1200. That machine will probably compete with the Commodore 64 and the Texas Instruments Pro.

INTELLIVISION

With all of this new movement from Atari, and with ColecoVision selling strongly, you might think that George Plimpton would take his Intellivision and go home. Well, in a way he has. But he's come back—with a new model.

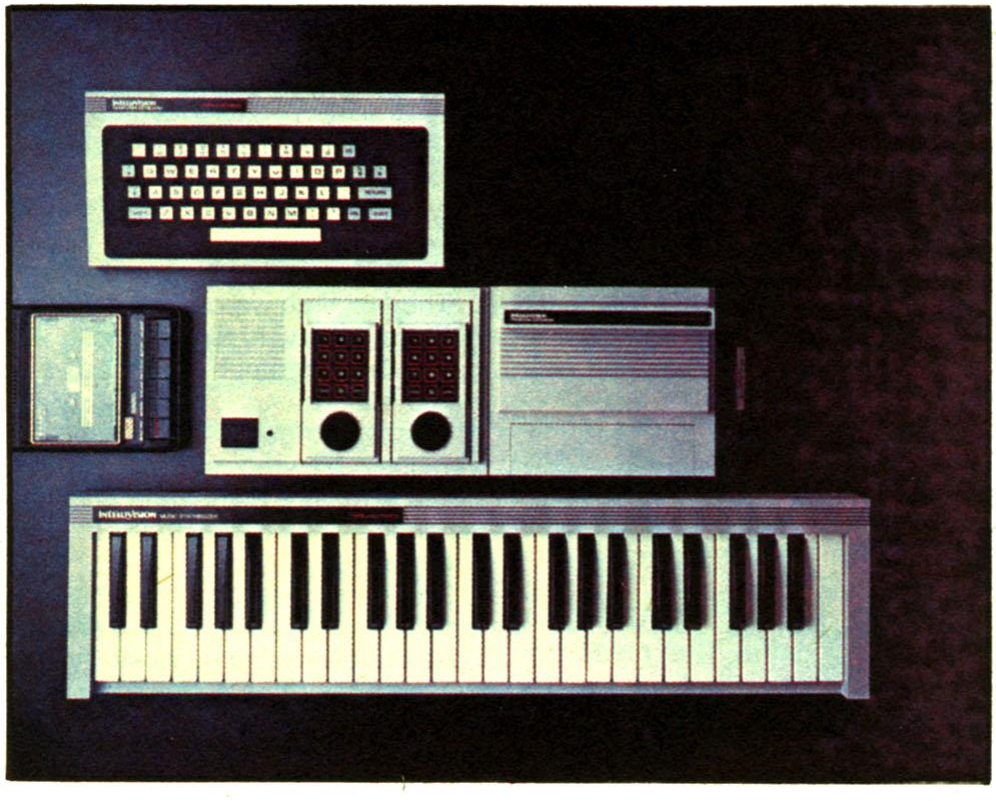
Intellivision II is no longer just a game-player. It is part of what Mattel "modestly" calls an Entertainment Computer System. Intellivision fans can still play all their old favorites, like MAJOR LEAGUE BASEBALL and SPACE HAWK. But now they can also use the Intellivision system as a true computer.

Mattel has been promising a keyboard for a long time, and they've finally delivered. A computer-expansion module with a typewriter-style keyboard will be available soon. Musicians will be able to add a piano keyboard.

Best of all for game lovers, Intellivision now has an Atari adapter. That means you'll be able to play all those Atari cartridges on the Intellivision system. (All these new accessories will work with the original Intellivision unit, as well as Intellivision II.)

To satisfy those who demand arcade action at home, Mattel is also about to release a third-generation system. It's called—you guessed it—Intellivision III. It will have improved graphics and a voice. Intellivision III will also accept all the accessories that come with Intellivision II.

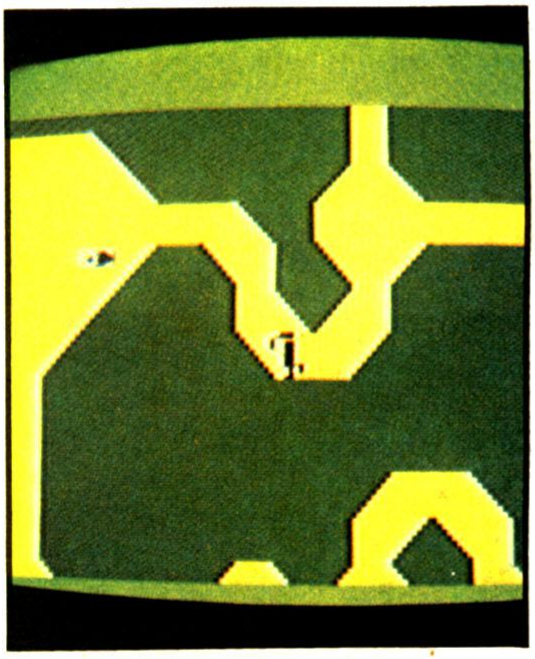
When we were writing this story, Mattel wasn't sure how much any of these items would cost. They did know, however, that Intellivision II would cost less than the original system did when it first came out.



Does all this mean that the good old days of Atari and Mattel battling only each other have returned? Not really. ColecoVision is too good a game system for that. And Coleco has their own computer and fourth-generation games planned.

Magnavox, which makes the Odyssey system (remember them?) is also shifting gears toward computers. But it does look as though the video game companies are entering a new phase in the battle. They are, in a sense, becoming more than just video game companies.

SCROLLER COASTER



There's no contest for the most exciting home game we've seen this month. It's Intellivision's ADVANCED DUNGEONS AND DRAGONS. It's not only a lot of fun to play. It's even interesting to sit and watch someone else play the game.

ADVANCED DUNGEONS AND DRAGONS is a scroll game. That means the terrain you're playing on rolls across the screen. As you keep running, the terrain keeps changing.

You control a runner who has to enter a series of mountains that are filled with caves. The path opens in front of you as you run. You are constantly making choices about which direction to run in. Your choice determines which path opens up—and what challenges will scroll across the screen as you run.

Inside each mountain, you'll find tools and weapons that will help you get through the game. There's an axe that will get you through a forest quickly. There's a key that will unlock a gate for you. There's a boat for traveling along a river. And there are arrows, which you need to fight off the dozens of monsters and animals you'll face as you run.

Hidden inside each mountain is a ladder that will get you back aboveground. Each ladder is guarded by a monster or animal. You have to kill it with your arrows before you can climb out.

Once outside, you make your way to another mountain. This is where the boat, the axe, and the key may come in handy.

The final mountain is where the treasure is hidden. You're looking for two halves of a crown, in different locations inside the mountain. Each half is guarded by a winged dragon.

The dragon moves faster than all the other threats you've faced so far. And it can be killed only by three rapidly-fired arrows.

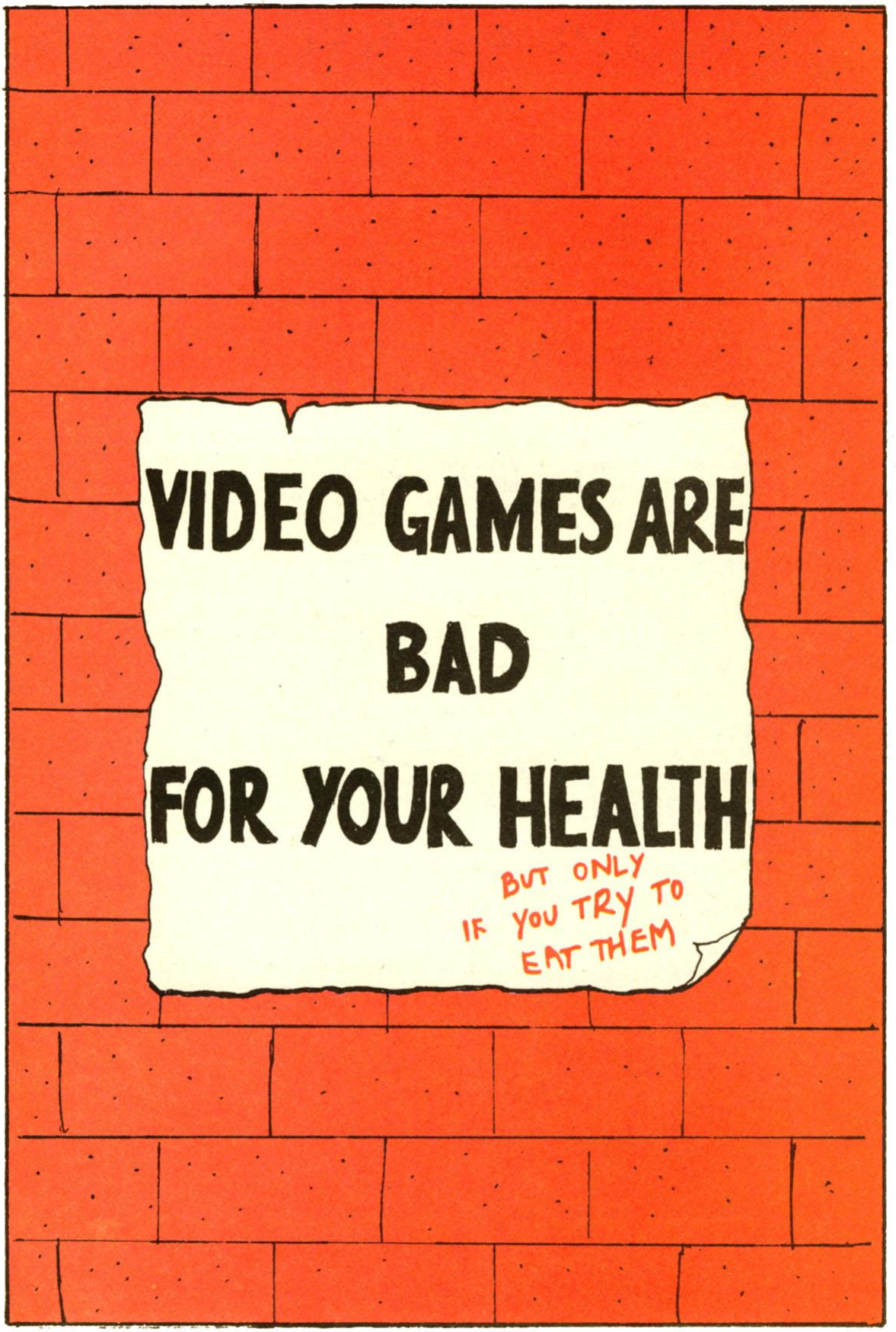
Kill the dragon, and you get half the crown. Then scroll along until you find the other half, guarded by another dragon.

The first time we captured that second half, we got a very nice surprise. A musical note of triumph sounded, and the game ended.

Most video games go on and on until you lose all your players, or just get bored with your point total. This one has an ending. You can actually be declared a winner.

The game has good graphics, a constantly changing screen, and enough surprises to keep anyone busy. Add to that the fact that it has a genuine ending.

The sum total? Intellivision's ADVANCED DUNGEONS AND DRAGONS is a real winner.


VIDEO GAMES ARE
BAD
FOR YOUR HEALTH
BUT ONLY
IF YOU TRY TO
EAT THEM

PAC—ING A WALLOP

Everybody knew it was going to happen. With PAC-MAN and MS. PAC-MAN happily married off in Pac-Land, the only question was "when?"—when would Bally/Midway release a BABY PAC-MAN game?

The answer is "right now." BABY PAC-MAN is here, and it is a very special game because it combines pinball *and* video.

This means that instead of swallowing an "energy dot" to turn the ghosts blue, you have to complete a series of pinball maneuvers. The play jumps back and forth between the mechanical playfield and the video screen. Both boards feature the flashing tunnels and sound effects that make the PAC-MAN series so popular.

If you still aren't satisfied, Bally has also released two improved versions of the original PAC-MAN. One is a special kit for arcade owners that allows them to speed up their existing games. The other is a new game, SUPER PAC-MAN, which features giant-size energy dots and flashing bonus points.

Finally, there is the new, improved cartridge for the Atari 5200 system. This PAC-MAN boasts better graphics and more action than the 2600 version.

All in all, it looks like this year is a pretty good one for Pac-Fans.

COIN-OP CONCERT HALLS

Okay—so you want to see your favorite rock star performing a top hit. What do you do?

You could go to a concert—*if* the star was on tour, *if* you could afford tickets, and *if* you had some way to get to the show.

Or, you could watch one of the cable TV music networks. *If* you had the cable music network, *if* they had a video of your favorite star, and *if* you happened to be watching when they played it.

Or, you might take a walk down to your neighborhood pizza place. You *could* see your favorite acts there.

What? Top acts, performing at local pizza parlors? Anywhere in the country? This is a joke, right?

It's no joke. A Los Angeles company, Video Music International, has just unveiled a new invention—the video jukebox. The company plans to market the new machines all over the world—and they've already sold 200 in the United States.

Each machine is loaded with forty video cassettes—the top hits that play on Home Box Office and MTV network. The machine comes equipped with stereo speakers and a 25-inch color monitor screen. Just drop in fifty cents, make your selection, and watch.

Now, if you want to see your favorite performers, all you have to do is hunt down your local video juke box. Then, for only two quarters, you can program your own concerts—and still have plenty of money left for the arcade.

HELPING THE DISABLED

It's a cry heard by video game players over and over again. "Video games are bad for your health," people say.

But many doctors and psychiatrists at hospitals across the country don't agree. In fact, some of these hospitals are actually using games to help adults and children who suffer from both physical and mental illnesses.

For example, a hospital in Palo Alto, California, has been using games to help brain-injured patients recover their hand-eye coordination. And in Carbon Cliff, Illinois, a local school for handicapped children has been using the Oddysey^2 system to teach basic skills like math and spelling.

Many hospitals are now working on their own custom-programmed games to help their patients in a variety of ways. Doctors report that using video games is an especially good way to help the disabled—because they provide education *and* fun.

FUN FOR THE YOUNG SET

What do the Cookie Monster, Snoopy and Donald Duck all have in common?

The answer is—Atari! That's right—all of these characters, and more, will soon be the stars of a new series of Atari video game cartridges aimed especially at kids.

That means that games like COOKIE MONSTER CRUNCH and BIG BIRD'S EGG CATCH will soon be as familiar to VCS players as DEFENDER and MISSILE COMMAND are now. And by this fall, there should be a whole library of Walt Disney and Peanuts cartridges to go along with the Sesame Street series.

They're all part of the Atari Kid's Library, which will have an important role in the company's future plans.

NOT FOR SPIES ONLY

Computers are already playing a big part in making cars more efficient and easier to drive. Cadillac uses a microprocessor to control some of its special engines. And Vokswagen uses computers to increase the performance of its fuel injection systems. Many car stereos, burglar alarms, ignitions and gauges are now computer controlled.

Remember the cars in those old James Bond movies? They were fancy vehicles that could do wonders. Some of them flew. Others almost drove themselves. Others had advanced weapons hidden under the hood.

Now Ford has a car with a computer that might bring a little bit of the 007 feeling to all of us. On display at a recent auto show in New York was their idea of the future. The car is called the Concept 100, and although this particular model isn't for sale, many of the features it contains might be popping up in future Fords as soon as 1986.

The most amazing feature of the Concept 100 is its satellite hookup. That's right—this car will actually have a computer that is tuned in to a satellite orbiting in space. What good is this? One big advantage is tracking. If you ever get lost, just order up a map and the satellite will find your car. Then it will give you a screen map of where you are.

Other features include a voice-activated door locking system and a mileage-calculation device.

Buick is also working on an auto computer that will answer voice commands. When you want to change the radio station or turn on the heat, all you have to do is ask. Your hands can stay safely on the wheel.

Of course, none of these things are available yet. And most BLIP readers aren't old enough to drive, anyway. But the car companies have plans for younger passengers, too. Featured in the back seat of Ford's car, for example, was an Intellivision system. Maybe by 1986 or so, they'll even have a James Bond cartridge.

RATS!
WHA'S TH' MATTER?
LIKE, I'VE BEEN PLAYING FOR AN HOUR AND I CAN'T GET THIS LAST ATTACKER.
JERK! THAT'S A COCKROACH RUNNING ACROSS THE SCREEN!
IS IT WORTH ANY POINTS?
RON ZALME

BLIP TALENT SEARCH

The search was on! In the first issue of BLIP, we bet that our readers had hundreds of good ideas for video games. And we were right!

We asked that you write the ideas down and send them to us. The response was terrific. We received dozens of original ideas for games. We spent hours wading through them, reading them, and imagining what they would look like on a screen.

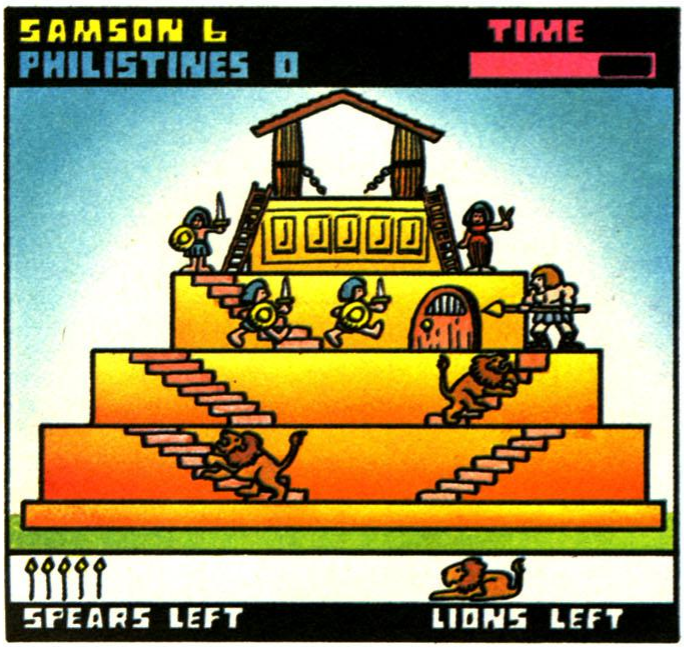
We promised to choose the best five entries, and to give their creators fifty dollars each. We have done that, but it wasn't an easy task. There were so many good ideas.

In order to make our job a little easier, we had to eliminate some ideas autotomatically. Here are some of the guidelines we followed:

- We decided not to choose any games that sounded a lot like anything we had already seen.
- There were a lot of ideas that were similar to one another. There were many, many fantasy adventure games, for example. We got more than one suggestion based on *The Dukes of Hazzard*. To be fair, we eliminated any idea that was suggested in more than one entry.
- There were also a lot of games that really *sounded* fantastic. But that was the problem. The games were so fantastic they sounded like *stories*, rather than video games. Any game that seemed as though it might not be handled by today's video computers had to be eliminated.

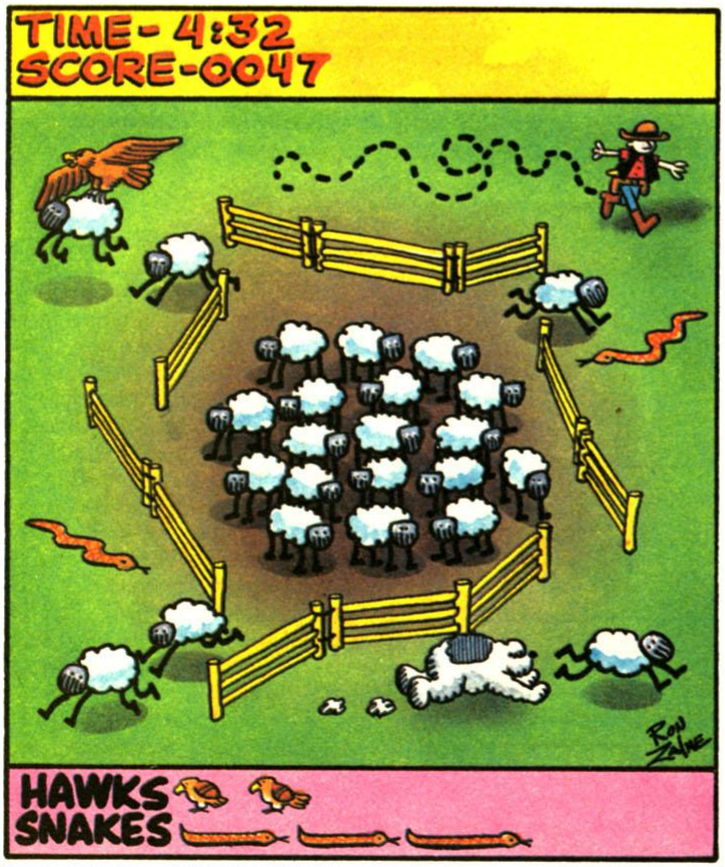
After all the elimination, all the hours of difficult choosing, we were left with the five winners on these pages. All the winners share something in common with the rest of the entries. They are original and exciting. But these games also have a special something to them that makes them unique.

For everyone who wasn't chosen, a special congratulations from BLIP. We wish we could've made everybody a winner. And for those five who were chosen, your prize is on the way!



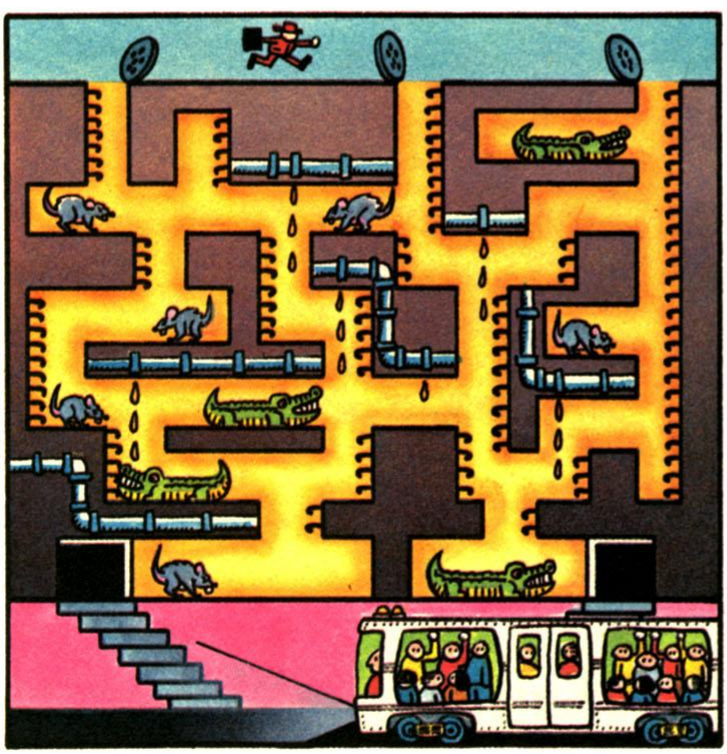
SAMSON, *by Darren Starks, of Perry, Florida.* This game is based on the biblical story of Samson and Delilah. We really liked it because it took an old and familiar idea and made it into a new and exciting video game creation. In this game, as Darren imagines it, Samson has to fight lions, battle angry Philistines, avoid sneaky Delilahs, and unchain himself to bring the temple walls crashing down. This game has lots of action: battles with wild animals, spear-throwing, chases and mazes. We think SAMSON is a game that all kids would like.

PICNIC RAIDERS, *by Stewart Oswald of Pasadena, Texas.* You're at a picnic and you've got to keep the ants from ruining your day. This is a simple idea, but Stewart made it exciting by adding a spray can, different kinds of food prizes, and a maze-chase sequence. We think a lot of maze games coming out today are just imitations of PAC-MAN. Not PICNIC RAIDERS, though. We liked the way Stewart combined a classic video game idea with an original story line. The result was a game that could be easily learned, but could provide hours of fun as well.



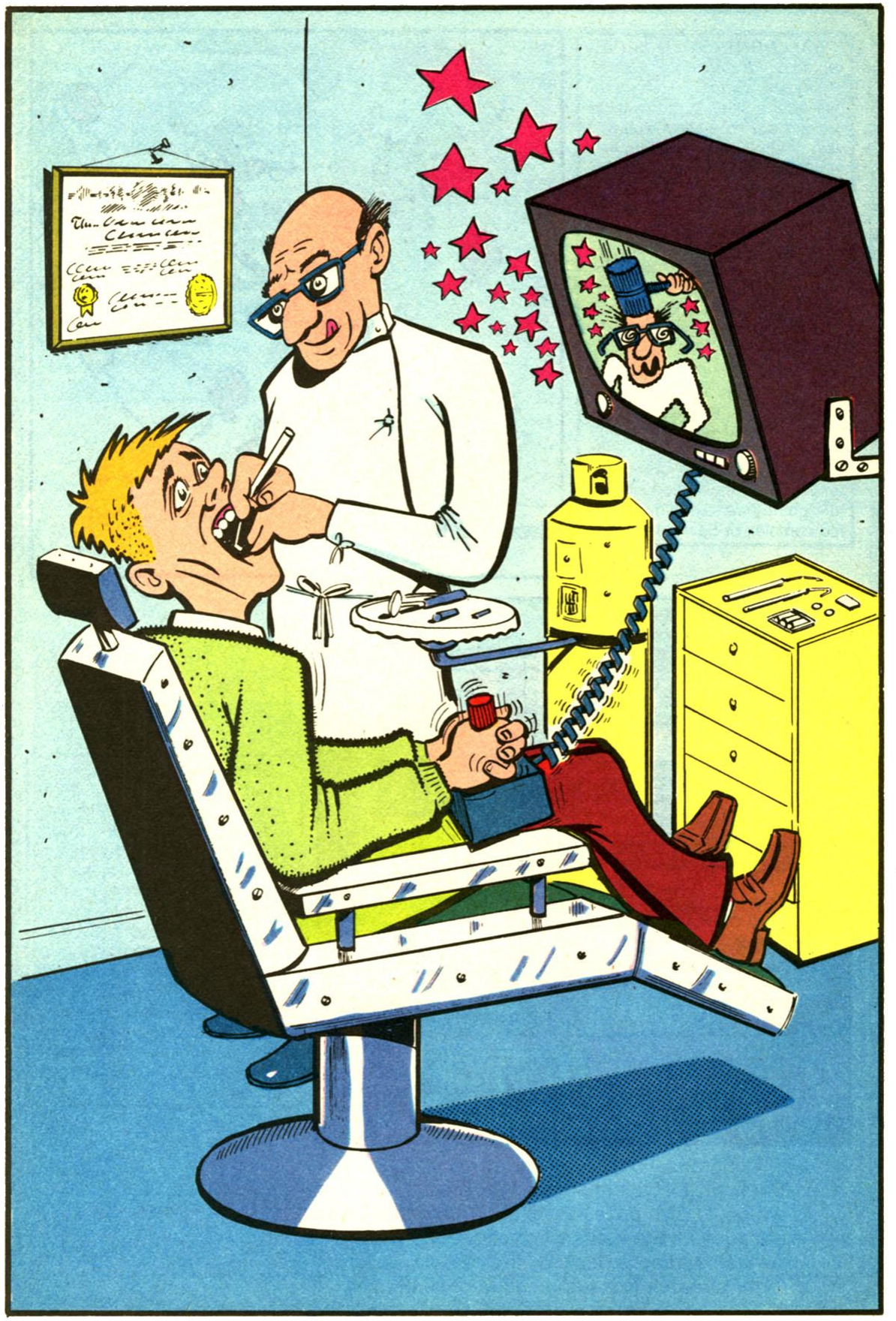
ROUND UP, *by Mi Kyung Kim, of New Hyde Park, New York.* This game, Mi tells us, "is definitely not a copy of *Stampede*!" She didn't have to tell us. The title might suggest that popular Activision title, but Mi's game description had us in stitches with its originality and wit. ROUND UP stars a heroic sheepdog, who is charged with protecting his drunken master, rounding up the flock, and avoiding a dastardly hawk. There is also a shifty snake to be reckoned with. The sheepdog must help his master shoot the enemies and close the corral. This is no easy task, since Mr. Brown, the rancher, is usually a little tipsy. We chose this game because it has a sense of humor, but doesn't seem at all difficult to actually create for the screen.

BALLOON POPPER, *by Darren Schmidt and Kelly Pollock of Dryden, Ontario.* This game pits a lone skier, armed with a popgun, against a second player, who controls a dragon that lies in wait at the bottom of the ski slope. Along the way, both players must pop an ever-increasing number of balloons that float around. After the face-off between the two players, the winner gets to battle an evil knight. If you can beat the knight, you get a free game. We thought BALLOON POPPER was really interesting because it combined many elements that might not usually be found together in a video game. It has team play, individual battle, struggle with your opponents, and more. And unlike some other action-adventure games we saw, it didn't get too complex or bewildering.



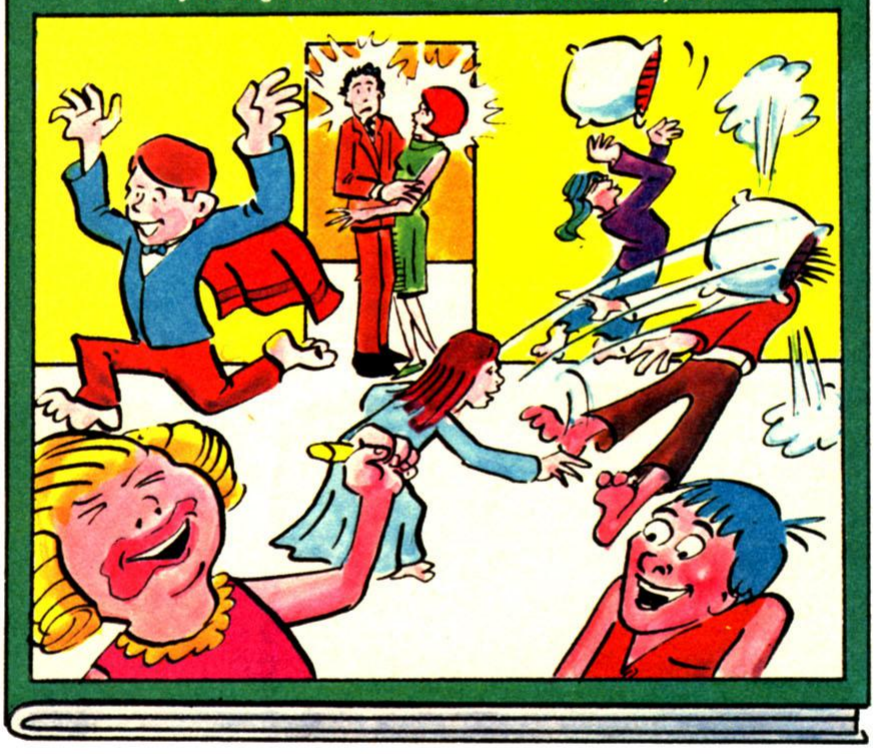
SEWER SAM, *by Chris Sasser of Trevose, Pennsylvania.* Here's a new twist on the tested-and-true ladder/digging/maze craze. In this game, the idea is for SEWER SAM to make his way to his subway train. He has to avoid dripping water pipes, hungry alligators, and evil rats that can swing their tails with amazing accuracy. We liked the way Chris combined different obstacles in his idea. This game seemed like a unique variation of the famous maze idea, complete with funny characters and precise action.

Congratulations to all the winners of the first BLIP talent search. We wish we could give prizes to all the entrants, because all the ideas were very good. All we can say is, look for the next Talent Search in a future issue of BLIP!



THE BRADY BUNCH GAME

By arrangement with Mind Rot Productions, Inc.



Tired of the same old space wars? Why not try a different adventure—one that hits closer to home? Maybe even next door!

Yes, it's the Breakfast-with-the-Brady-Bunch Game! Get into the fast action with the rock-'em-sock-'em thrills of a house full of kids on an average morning!

With your joystick, you control the lucky parents of three girls and three boys. Your mission: Get them all out of bed, dressed, fed, and into the school bus before a SWAT team of truant officers descends on your house.

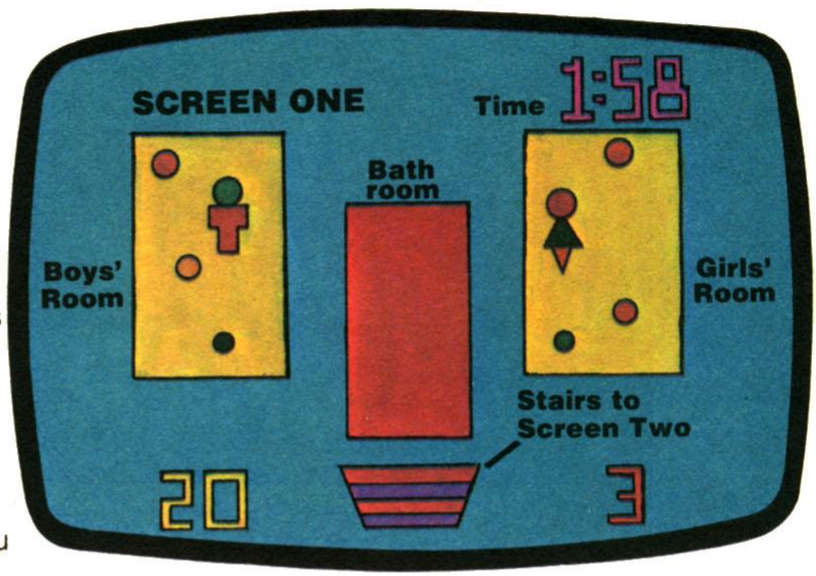
SCREEN ONE

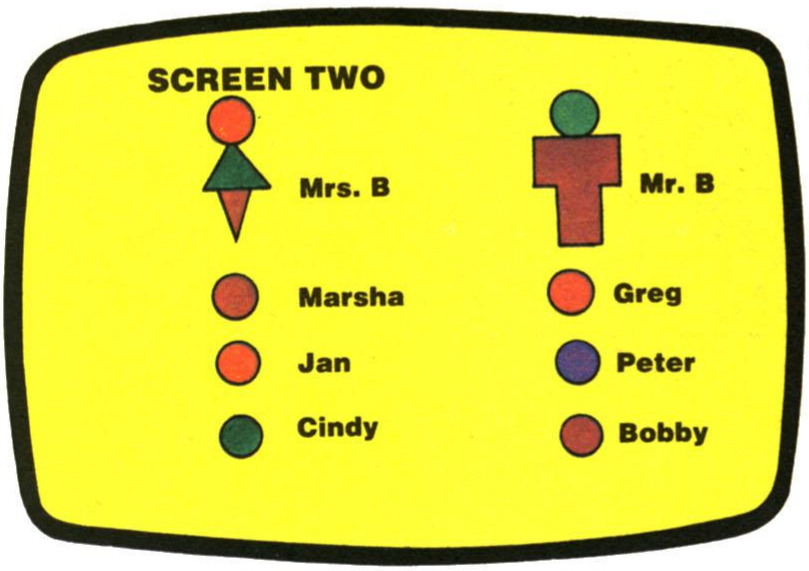
Press the Reset button, and the fun begins. That sound you hear is not an air-raid siren. It's the alarm clock signalling that it's time to get the kids up.

Move your parent into one of the bedrooms on the screen. Touch the kid circles to get them up and moving around.

To speed things up, you can threaten the kids with physical violence. This makes them do what you want for 10 seconds. But you can use it only once in a game.

After each kid has been in and out of the bathroom, move on to Screen Two.





SCREEN TWO

In the kitchen, try to get a balanced breakfast into each kid before the first school bus shows up. Pick up points by feeding the biggest kids first, because they leave earlier.

If you get them all fed and into the driveway before the first bus arrives—you lose!

Turns out it's Saturday.

BLIP SURVEY RESULTS

The surveys are out of our office, now. We've sent them on to somebody else, who will count and sort them. But while they were here. . . .

They came in bundles, thirty or forty wrapped up together. We asked our readers in BLIP #1 to fill out a form so we would know what they liked (and didn't like) about our magazine. We didn't know we'd have so many interested readers!

As mentioned in the first issue, one of those readers will be given a reward. But we wish we could give every reader who answered our questions a prize. Instead, all we can do is say thanks very much to everybody who took the time to fill out the form.

The winning survey that we chose at random came from Steve Glover, of Coldwater, Michigan. Steve will be receiving four new cartridges for his Intellivision system. Like many of the readers who answered our questions, Steve's favorite game is DONKEY KONG. He also likes GALAXIAN and LOCK-N-CHASE.

The answers that we found most interesting (besides the favorite games) were the ones that told us what you thought of our first issue. Almost all our readers liked the DONKEY KONG comics feature the best. Almost an equal number didn't like the "Video Games of The Stars" story. We're taking your advice. Right now, we're planning an Incredible Hulk comic strip. We'll also try to concentrate on other features that you liked, especially BLIP TIPS and PLAYER'S CHOICE.

We said it once before, but we'll say it again. Thanks to all our readers who sent in completed surveys. And keep looking to BLIP for more contests and prizes!

1/2 PRICE CHARTER SUBSCRIPTION OFFER

Become a CHARTER SUBSCRIBER to BLIP the new VIDEO GAME MAGAZINE from Marvel Comics!

SAVE 50% off the Newsstand price of $12.00. You pay ONLY $6.00 for 12-monthly issues!

BLIP features:
- video games of the stars
- home game strategies
- video jokes
- news blips and lots; lots more!

PLUS YOU GET:
1. Every issue delivered to your door before it hits the newsstands!
2. Cancellation privileges if not satisfied!
3. Lowest price on renewals!

And, it's a GREAT GIFT for a friend!

Just mail coupon below with remittance; and we'll do the rest!

50% SAVINGS CERTIFICATE BP-H83

Mail to:
BLIP
MAGAZINE
c o Marvel Comics
Subscription Dept.
387 Park Avenue South
New York, N Y. 10016

☐ I'd like to SAVE 50%. Enter my subscription for 1 yr. (12 monthly issues). Enclosed is my check for $6.00.

☐ I'd like to SAVE MORE! Enter a sub for my friend at $6.00. Name and address enclosed on a separate piece of paper.

(Please Print)

My Name _____ Age _____

Address _____

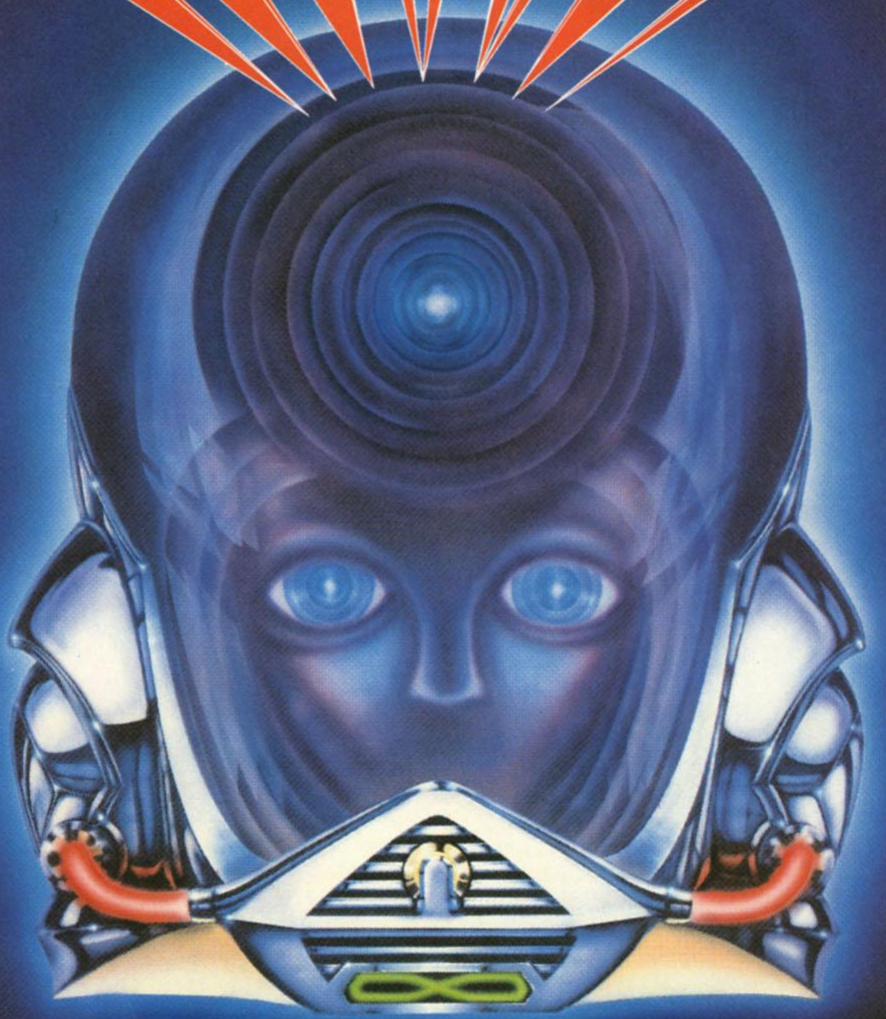
City _____ State _____ Zip _____

Allow 10 weeks for delivery. Make checks or money orders payable to Marvel Comics. Canada and Foreign: add $2.00 per subscription.

SEE YOU NEXT MONTH!

AN EXCITING NEW FRONTIER IN VIDEO GAMES

JOURNEY



© 1983 Artists & Friends/Nightmare, Inc.

ASK FOR IT AT YOUR LOCAL ARCADE

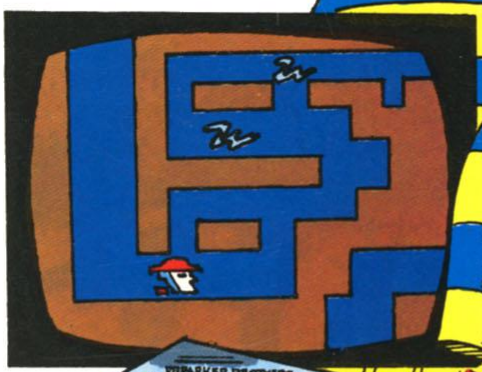
For a 22" x 28" Full Color Journey Performance Poster
Send $3.00 To:
Journey
Dept. "P"
P.O. Box 404
San Francisco, CA 94101
Includes Postage, Tax and Handling Void Where Prohibited By Law

FROM Bally MIDWAY

© 1983 BALLY MIDWAY MFG. CO.

Tutankham

THE HOME VIDEO GAME YOU'VE WAITED 3000 YEARS FOR



COMING SOON!

Tutankham, the video game where you race through a pyramid to find Tut's treasure. The game where you're attacked by the fiendish guardians of the tomb. And you fight back with your laser guns. You capture the keys to the treasure room and then the treasure is yours. All the action of the hit arcade game is coming to your Atari® or Sears® home video system. From Parker Brothers, of course.

®PARKER BROTHERS
THE ONES TO BEAT

© 1983 Parker Brothers, Beverly, MA 01915. TUTANKHAM game graphics © 1982 Konami Industry Co., Ltd. TUTANKHAM is a trademark of Konami Industry Co., Ltd. and used by Parker Brothers under authorization. Atari is a trademark of Atari Inc. and Sears is a trademark of Sears Roebuck and Co.